

Shustoke C of E Primary School



Design & Technology Overview

	Autumn	Spring	Summer
R	Design and technology in EYFS enables learners to make sense of the 'made world' in which they live (UTW). By making, changing and modifying (or designing) things for themselves, learners come not simply to a greater understanding of their world, but to a sense of agency - of being able to change and modify their environment (UTW/PSED). Design and Technology enables learners to gain knowledge and understanding of their world (UTW/PSED). Design is not just about drawing, but about thinking, involving some experience, some imagination and a willingness to change and modify ideas (C&L/EAD). Technology, on the other hand, is about doing - making something for a purpose, involving putting ideas into practice and having an awareness of the possibilities and limitations of different materials, including making mistakes (PD/PSED).		
Y1	<u>Toy Makers' Workshop</u> How can we make a toy from recycled materials that is fun and safe to play with?		<u>Food</u> <u>Plant Power Snack</u> <u>Like Jack</u> What tasty plant snacks help us to grow strong like Jack? <u>Textiles</u> <u>Seaside Stitch Adventure</u> What shapes and colours will bring my seaside to life?
Y2	<u>Textiles</u> <u>Buzzing Book Marks</u> How can you make a bookmark that's both fun and useful?	<u>Food</u> <u>Super Veggies to the rescue</u> How can we make veggies fun and delicious?	<u>Construction</u> <u>London's Burning Rebuilding History</u> How can we recreate houses from the time of the Great Fire of London using strong and stable structures?
Y3	<u>Textiles</u> <u>Stone Age Mysteries</u> How can we make a pouch that is just right for a Stone Age adventure?	<u>Construction</u> <u>Magnetic Mysteries</u> How can we use magnets to create a mysterious moving model?	<u>Food</u> <u>Roots and Shoots: unearth the flavours</u> What summer dishes can we make with root vegetables?
Y4	<u>Food</u> <u>Chocolate that cares</u> How can we make a chocolate treat that's fair for people and kind to the planet?	<u>Textiles</u> <u>Bag a story</u> How will your bag's design represent your favourite book, and be strong for carrying?	<u>Construction</u> <u>Roman Innovations: Bright Ideas</u> How can we use electricity to create a Roman-themed model that is exciting and functional?
Y5	<u>Textiles</u> <u>Moonlit Magic: Spooky Wall Hangings</u> What makes a magical moon scene exciting and fun to hang up?	<u>Construction</u> <u>Fairytale Engineering: Pulleys and Levers in Action</u> How can we use pulleys and levers to solve a problem in a fairytale world?	<u>Food</u> <u>Tasty Travels: Central America on a plate</u> How can we cook a dish that celebrates Central American flavours?
Y6	<u>Construction</u> <u>Gothic Glow: Electrifying Creations</u> How can we combine electricity and design to create a spooky gothic-themed model?		<u>Food</u> <u>Mix it up: Create the next food craze</u> How can we mix recipes to invent an exciting new food?